

SPORTEL

INSTRUCTION MANUAL



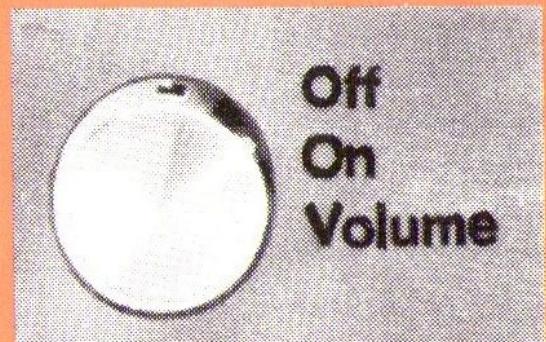
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1 The Sportel Video Game is the
3 culmination of two years of technical
4 effort to produce the most exciting,
2 but gimmick free TV game for all
3 the family.
5
5 By the simple change over of your
5 normal TV aerial to the aerial plug
5 of the Unit, it provides you with
6 hours of enjoyment when your
7 favourite programme isn't showing,
7 by playing simulated Tennis, Football
8 or Squash. All this within the
comfortable confines of your own
living room.

The games have been developed to follow as closely as possible the rules and playing methods of the genuine games (as explained in detail on pages 6, 7 & 8).

The easy to operate hand controls enable you to move your racket or player both up and down and also across the screen as in the real game. The scoring automatically shows on the screen as a point or goal is won. With varying ball speeds, it is ideal for any age group from 5 to 95 years of age.

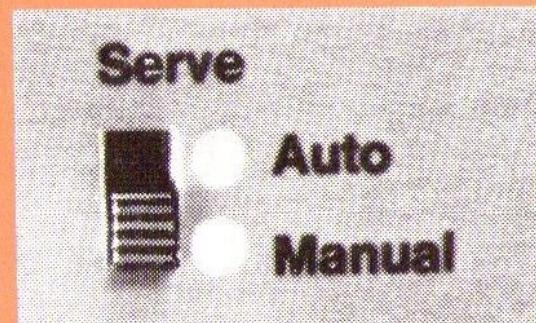


Off
On
Volume

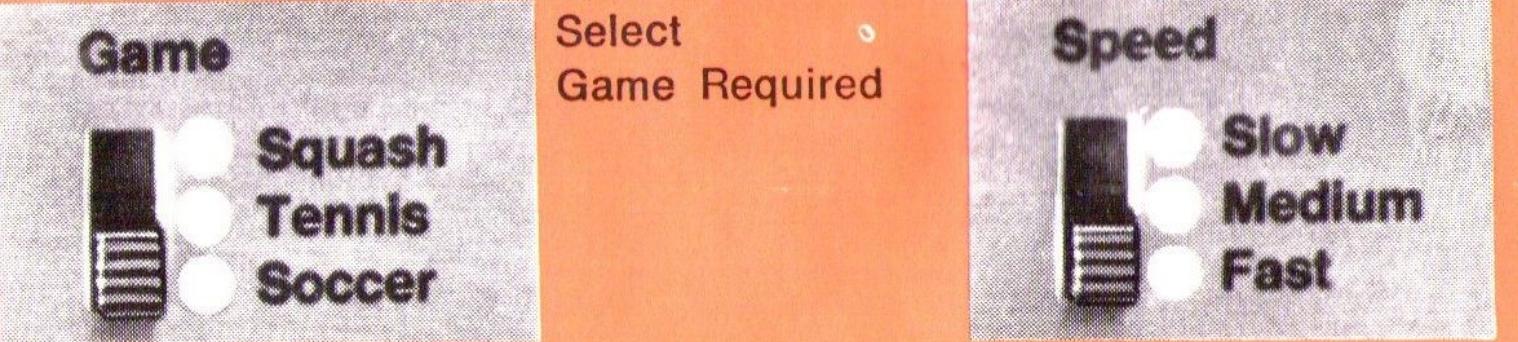
Off/On Volume
Power on and sound level



Push Button - Game Start
Press before the start of each game



Serve
Controls the serving method either automatically within the unit or by depressing the button at top of Hand Control



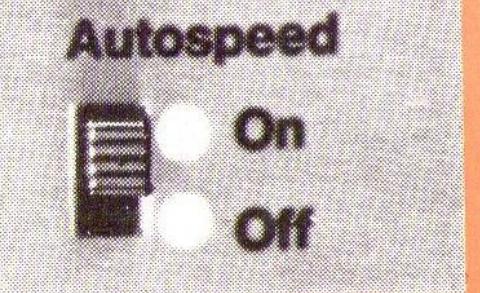
Select Game Required

Speed
Slow
Medium
Fast

Speed Select
Ball speed selector



Mains Indicator
Illuminated when power is "on"



Auto Speed
If in "on" position it automatically increases the speed if a player hits the ball four times consecutively

Connecting to your TV

- 1. Ensure power to TV and Game Unit is off.**
- 2. Remove aerial lead from socket at rear of television and replace with aerial lead from game unit. Switch on both units.**
- 3. Operate a spare channel selector (i.e. one that is not tuned to a normal TV channel) and tune in the game pattern (as illustrated) as you would tune a normal TV programme.**
- 4. Should it be necessary, to obtain a better picture, adjust the Colour, Brightness and Contrast controls of your TV.**
- 5. TV volume should be turned down and level adjusted on game unit.**

How to Start

- 1. Check that power is on.**
- 2. Select game.**
- 3. Select the speed required.**
- 4. Select “Manual” or “Auto” serve.**
- 5. Set “Auto Speed” on or off.**
- 6. Press game start.**

Auto Speed

The speed of the ball at the start of each point will be as pre-set by the Speed Selector on the Game Unit (i.e. Slow, Medium or Fast). If the Auto Speed Selector is set to “on” then should a total of four consecutive hits be registered, the ball will automatically move to the next fastest speed, until the maximum speed is reached, Speed reverts back at the start of each point.

If the above feature is not required, select Auto Speed “Off”.

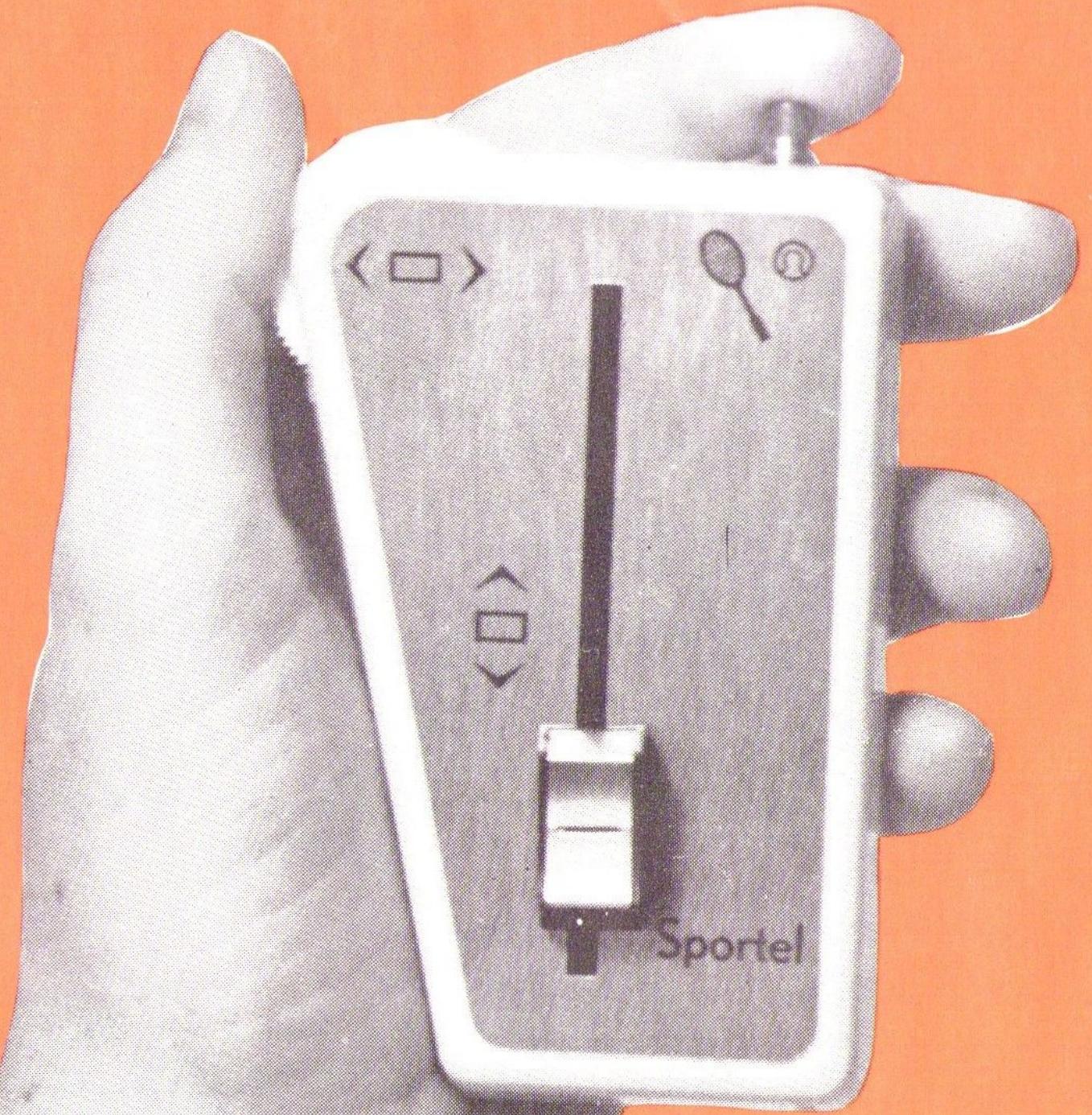
Serve

Manual :

When the serve switch is set to manual, the ball is served into play by either hand control serve push button. Correct serving is maintained whichever button is pressed.

Auto :

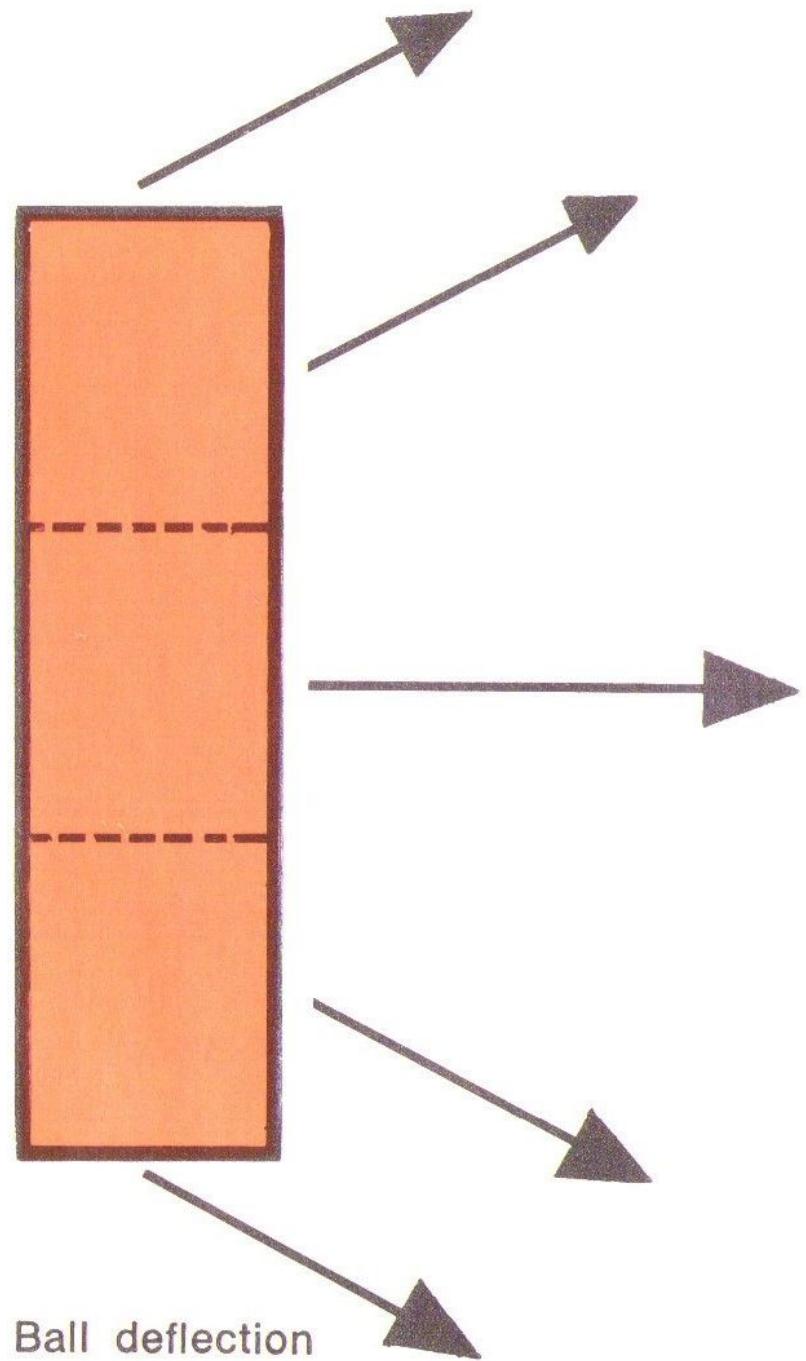
When the serve switch is set to auto, the ball will be automatically served into play approximately 3 seconds after last point has been won.



Hand Control Operation

Hold unit in palm of left hand enabling thumb to operate the thumb wheel control (horizontal movement of the bat/player). The right hand should operate the slider control (vertical movement of the bat/player).

Enlarged diagram of bat



Ball Control

Angles of Deflection.

If any part of the ball contacts the centre section of the bat, a straight deflection will be achieved. If the ball hits the end sections of the bat, so long as no contact is made with the centre, the deflection will be as indicated.

Serve Indicator

During the time that the score is displayed, the serving player is indicated by the flashing on and off of that player's bat.

Score Display

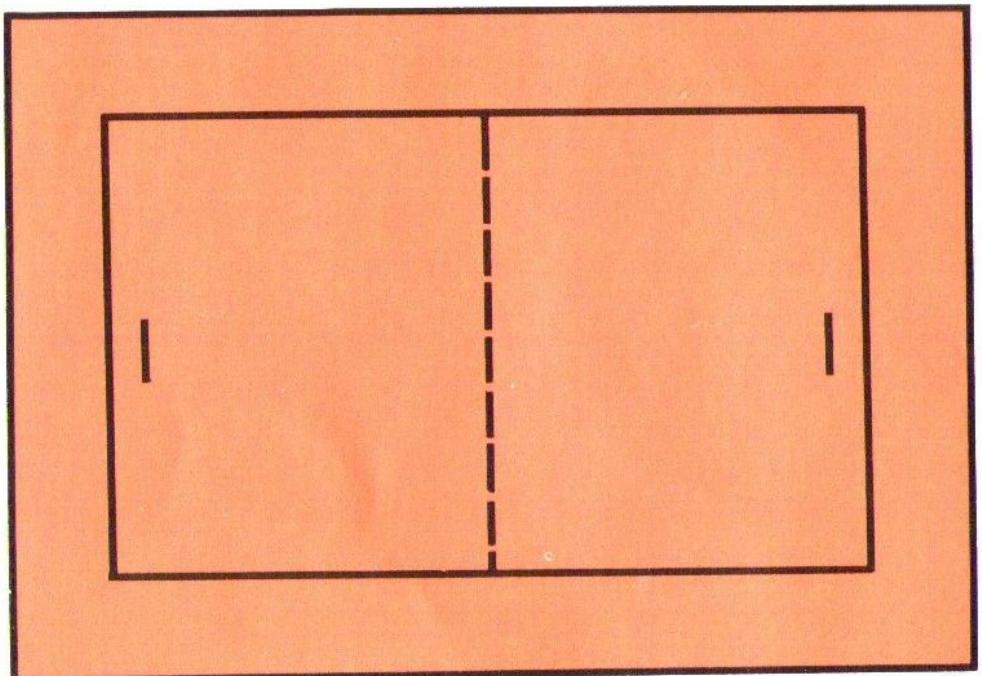
The score is displayed on the screen at all times when the ball is out of play. Except at the end of all games when it is flashed on and off to indicate the end of that game.

Sound

Three distinct tones are provided to indicate various events during the course of each game.

- A/ A high pitched tone will occur when the ball is served.
- B/ A slightly lower pitched tone will occur when the ball is struck by the bat.
- C/ A low pitched tone will occur when a point is won.
At the end of all games the tones in (b) and (c) alternate for a few seconds indicating the end of a game.

tennis



Serving

The ball will always appear from the serving player's base line. At the start of each game this will be the left (red) player. Each player has five serves in turn throughout the game, except during deuce when it alternates point by point.

Scoring

A point is won when the player steers the ball past his opponent and makes contact with the end base line. The score will then appear on the TV screen.

The winner of the game is the first player to reach 21. Should a "20 all" situation occur (deuce) then it is the player to gain a 2 clear point advantage.

Double Hit

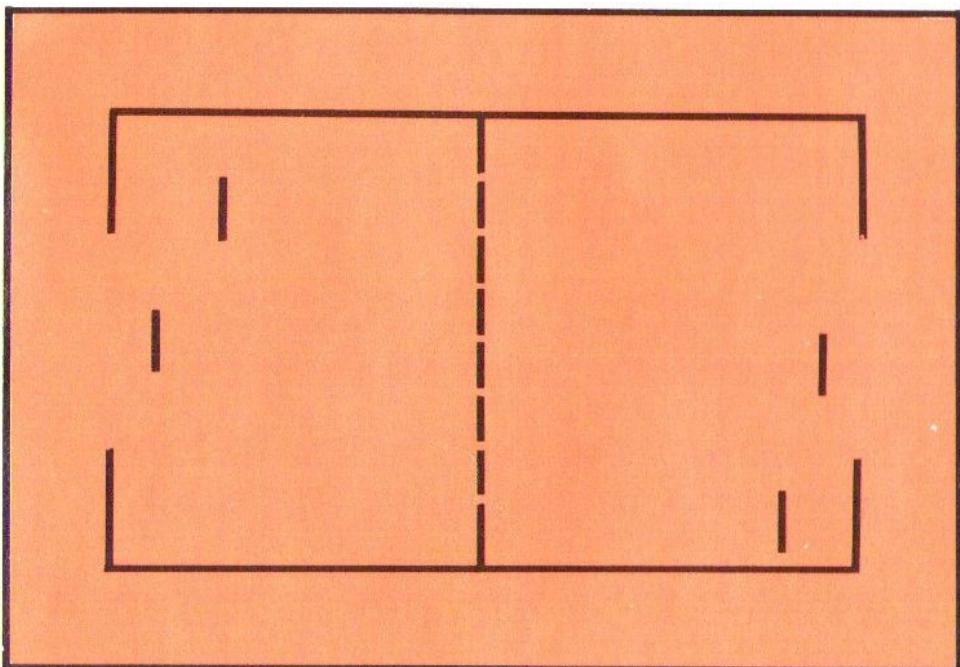
Should a player "Double Hit" the ball, he gives away a point. This can be done in two ways:—

- A/ Hitting the ball twice before it crosses the centre line.
- B/ Hitting his own service before his opponent makes contact.

NOTE :

During the game of Tennis, the horizontal movement of the bat is restricted to within each player's own half (bat will disappear if player goes beyond centre line.)

SOCCEr



Goalkeeper

During the game of Soccer there will be a static player to simulate a goalkeeper/defender, which is positioned in front of the goal area. Should the ball strike this player it will rebound at an equal and opposite angle.

Unlike the game of Tennis, "Double Hit" does not apply, as hitting the ball more than once can be used to simulate "dribbling" the ball.

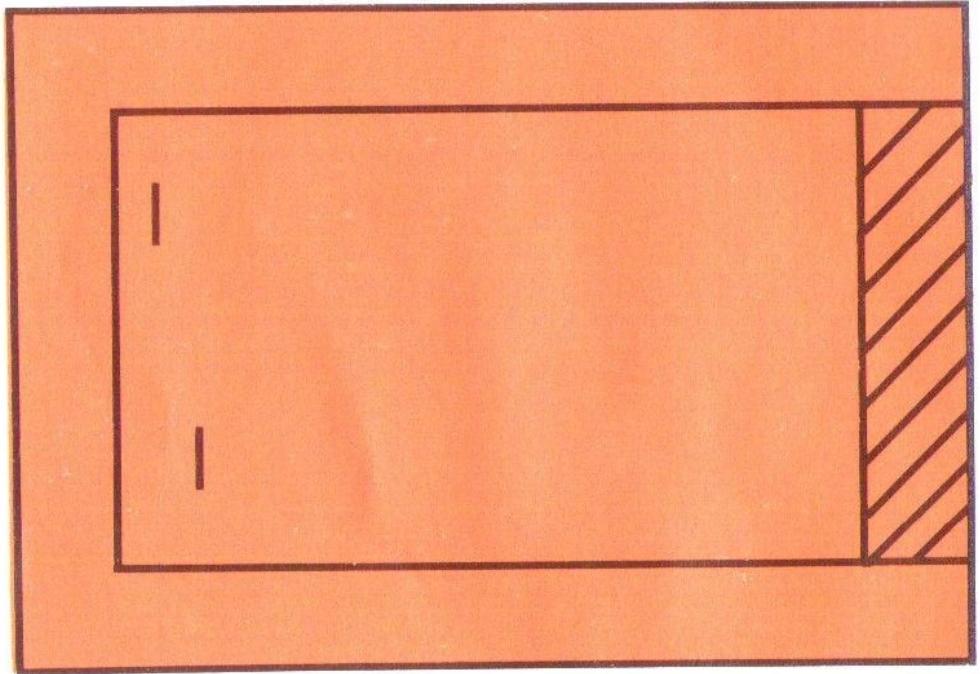
Kick Off

The ball will appear from the centre line in a direction away from the player who last conceded a goal. This simulates the "Kick Off" procedure.

At the start of each game the ball will come from the right hand (Blue side) towards the left hand (Red side). A goal is scored when the ball passes through the goal area in the base line. The score will then appear on the screen.

The winner is the player with the highest number of goals at the end of the three minute time period, which commences when the game start push button is operated.

squash



Serving

The ball will always come from the right hand “wall” and is deemed to have been hit by the serving player, which at the start of the game is the (Red) player. The serving player is denoted by the flashing bat at the time the score is being shown.

Scoring

As in the real game a player only gains a point on his own serve. In order to obtain the serve a point must be won when your opponent has the serve. A point may be won by deflecting the ball past your opponent and contacting the left hand base line.

1. As in the real game, it is intended that both players should play from one side (left).

“Double Hitting” in Squash not only gives your opponent the serve but also gives him a point. This can occur in two ways :—

- A/ By hitting the ball on your own serve before your opponent.
- B/ By hitting the ball twice before contact is made with the wall.

The winner is the first player to reach nine points. If ‘8 all’ should occur (deuce) then the winner is the first player to gain a 2 clear point advantage.

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